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Fig. 1

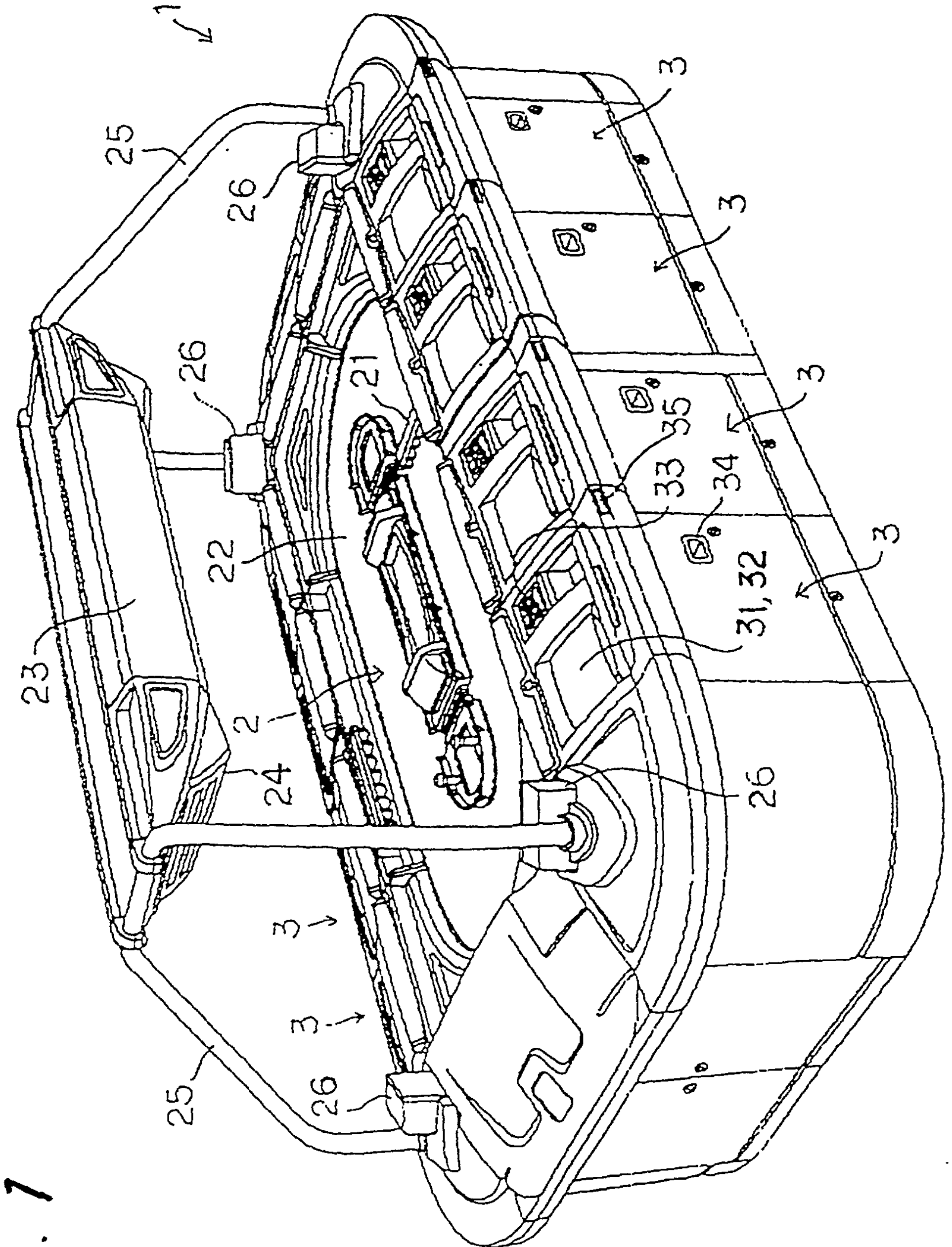
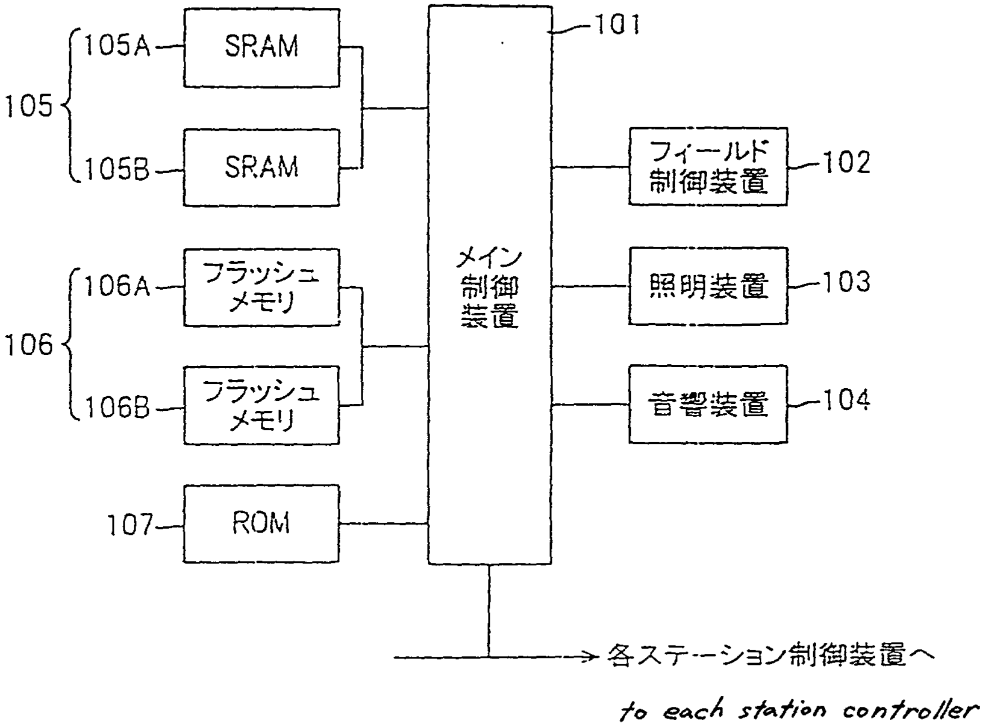

1
3
3
3
3
25
26
26
26
26
25
21
22
23
2
24
35
33
34
31,32
3
3

Fig. 2


105
105A
SRAM
105B
SRAM
106
106A
フラッシュメモリ
106B
フラッシュメモリ
107
ROM
メイン制御装置
101
フィールド制御装置
102
照明装置
103
音響装置
104
各ステーション制御装置へ
to each station controller

101: main controller
102: field controller
103: lighting system
104: sound system
106A, 106B: flash memory

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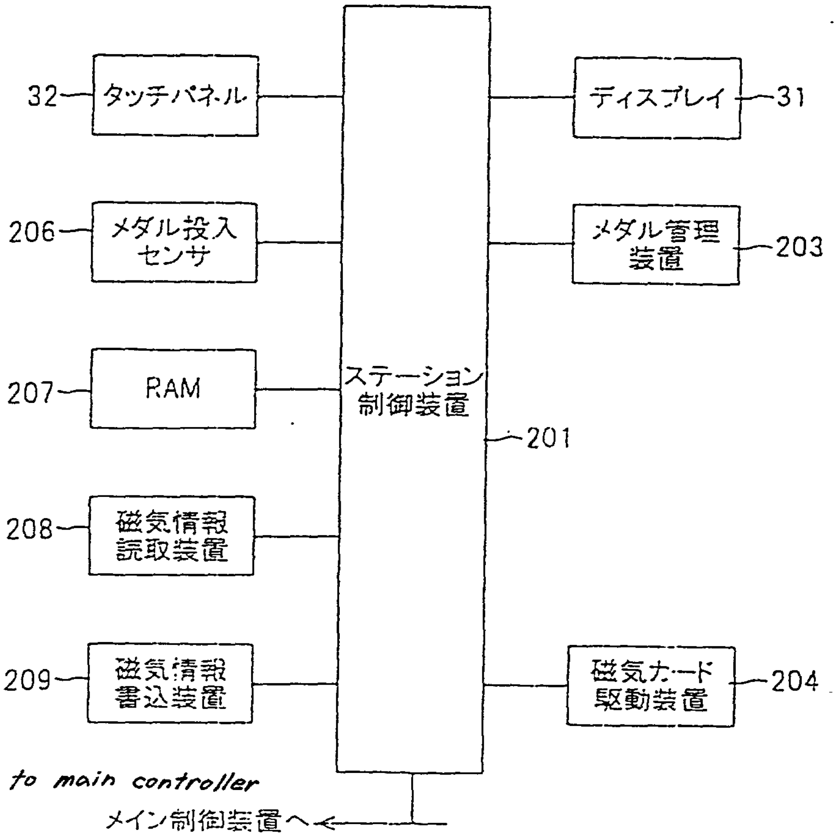
Fig. 3


32
タッチパネル
206
メダル投入センサ
207
RAM
208
磁気情報読取装置
209
磁気情報書込装置
ステーション制御装置
201
ディスプレイ
31
メダル管理装置
203
磁気カード駆動装置
204
to main controller
メイン制御装置へ

31: display
32: touch panel
201: station controller
203: token manager
204: magnetic card driver
206: token insertion sensor
208: magnetic information reader
209: magnetic information writer

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Fig. 4A

PLAYER DATA

ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME (CROWN PART OF OWNED HORSE) TOTAL NUMBER OF GAMES PLAYED
OWNED HORSE INFORMATION	NAME CODE AGE, SEX (GROWTH) TYPE INFORMATION NUMBER OF RACES PARTICIPATED SPEED, STAMMINA PHYSICAL CONDITION TOTAL ACQUIRED PRIZES PAST PERFORMANCE TRAINING STYLE
LATEST PLAYED DATE	
UPDATE INFORMATION	
CHECK CODE	

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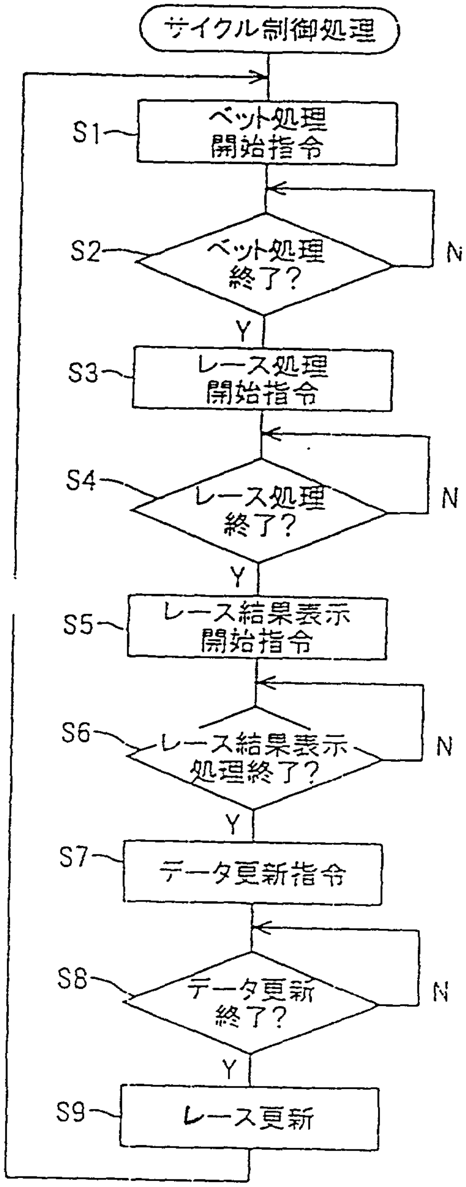
Fig. 4B

MAGNETIC CARD INFORMATION

ID INFORMATION	ID CODE
	CHECK CODE
OTHER INFORMATION (SCREEN LAYOUT INFORMATION ETC.)	

Fig. 5


サイクル制御処理
S1
ベット処理
開始指令
S2
ベット処理
終了?
N
Y
S3
レース処理
開始指令
S4
レース処理
終了?
N
Y
S5
レース結果表示
開始指令
S6
レース結果表示
処理終了?
N
Y
S7
データ更新指令
S8
データ更新
終了?
N
Y
S9
レース更新

cycle control processing
S1: start betting processing
S2: betting processing is completed?
S3: start race processing
S4: race processing is completed?
S5: start race result display processing
S6: race result display processing is completed?
S7: start data update
S8: data update is completed?
S9: update race

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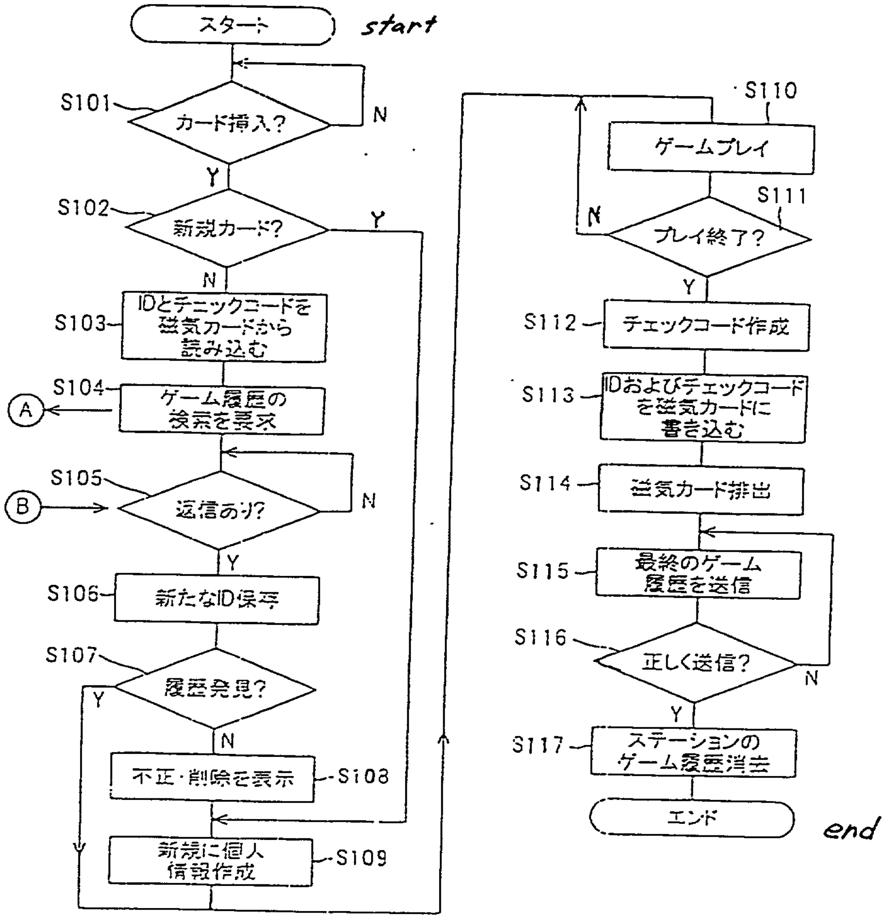
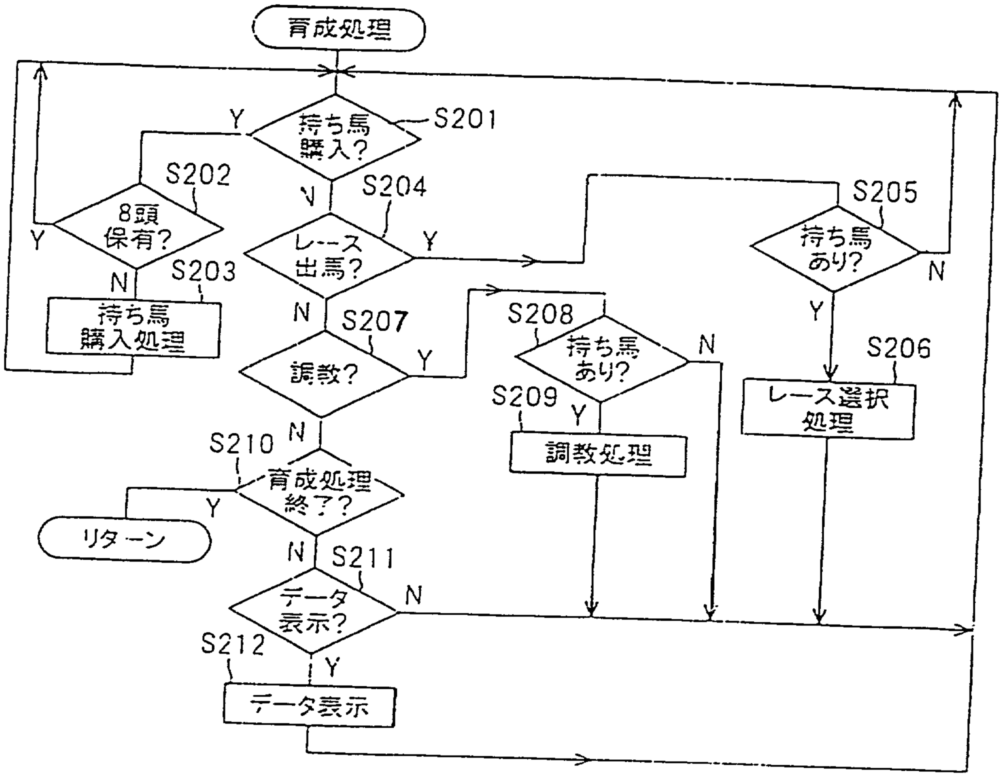
Fig. 6


スタート
start
S101
カード挿入?
N
Y
S102
新規カード?
Y
N
S103
IDとチェックコードを磁気カードから読み込む
S104
ゲーム履歴の表示を要求
A
S105
B
返信あり?
N
Y
S106
新たなID保存
S107
履歴発見?
Y
N
不正・削除を表示
S108
新規に個人情報作成
S109
S110
ゲームプレイ
S111
N
プレイ終了?
Y
S112
チェックコード作成
S113
IDおよびチェックコードを磁気カードに書き込む
S114
磁気カード排出
S115
最終のゲーム履歴を送信
S116
正しく送信?
N
Y
S117
ステーションのゲーム履歴消去
エンド
end

S101: magnetic card is inserted?
S102: new card?
S103: read out ID information from magnetic card
S104: request to retrieve past player data
S105: reply from main controller?
S106: save new ID code
S107: past player data is present?
S108: display error message
S109: prepare new personal information
S110: play game
S111: play is over?
S112: prepare check code
S113: write new player data onto magnetic card
S114: eject magnetic card
S115: transmit recent player data
S116: transmission is successful?
S117: delete player data on station

Fig. 7


育成処理
S201
持ち馬購入?
Y
N
S202
8頭保有?
Y
N
S203
持ち馬購入処理
S204
レース出馬?
Y
N
S205
持ち馬あり?
N
Y
S206
レース選択処理
S207
調教?
Y
N
S208
持ち馬あり?
N
Y
S209
調教処理
S210
育成処理終了?
Y
N
リターン
S211
データ表示?
N
Y
S212
データ表示

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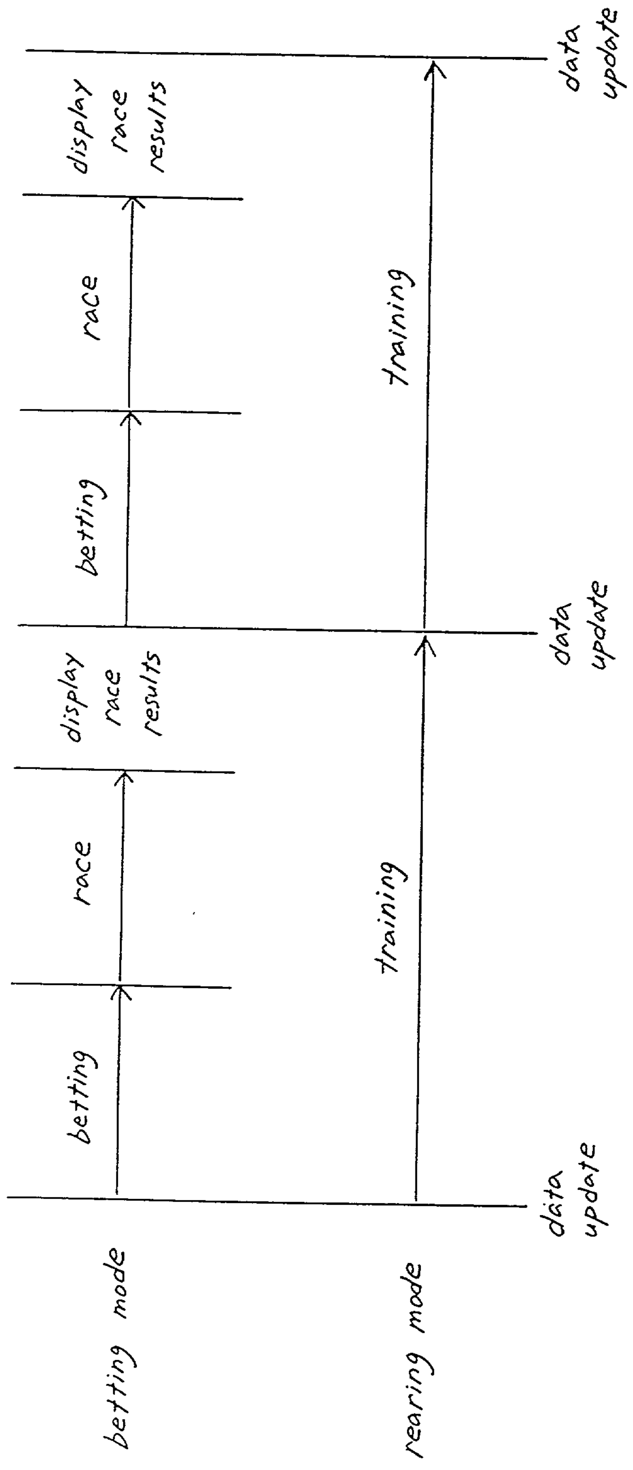
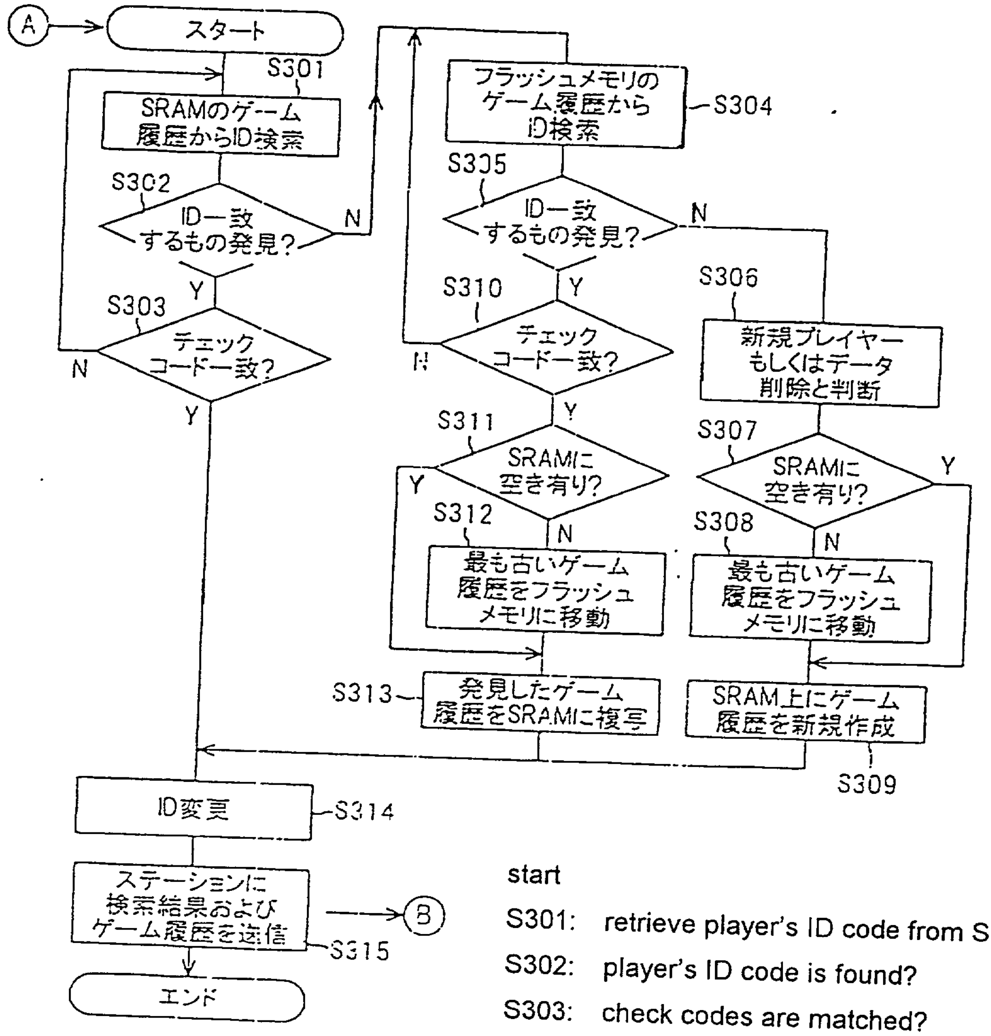
rearing processing
S201: horse selection is selected?
S202: 8 horses are owned?
S203: horse selection processing
S204: race selection is selected?
S205: player has any owned horse?
S206: race selection processing
S207: training is selected?
S208: player has any owned horse?
S209: training processing
S210: rearing processing is terminated?
return
S211: data display is selected?
S212: data display processing

Fig. 8


betting mode
rearing mode
data update
betting
race
display race results
training
data update
betting
race
display race results
training
data update

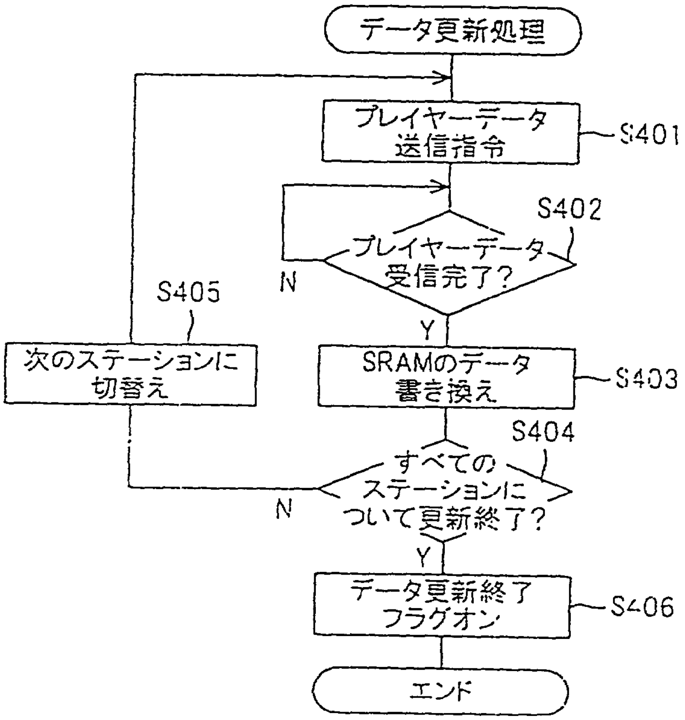
10002156 .120501

Fig. 9


A
スタート
S301
SRAMのゲーム履歴からID検索
S302
ID一致するもの発見?
N
Y
S303
チェックコード一致?
N
Y
フラッシュメモリのゲーム履歴からID検索
S304
S305
ID一致するもの発見?
N
Y
S310
チェックコード一致?
N
Y
S311
SRAMに空き有り?
Y
N
S312
最も古いゲーム履歴をフラッシュメモリに移動
S313
発見したゲーム履歴をSRAMに複写
S306
新規プレイヤーもしくはデータ削除と判断
S307
SRAMに空き有り?
Y
N
S308
最も古いゲーム履歴をフラッシュメモリに移動
SRAM上にゲーム履歴を新規作成
S309
ID変更
S314
ステーションに検索結果およびゲーム履歴を送信
S315
B
エンド

start
S301: retrieve player's ID code from SRAM
S302: player's ID code is found?
S303: check codes are matched?
S304: retrieve player's ID code from flash memory
S305: player's ID code is found?
S306: new player or player data was deleted
S307: free space is available in SRAM?
S308: move oldest player data to flash memory
S309: prepare new player data in SRAM
S310: check codes are matched?
S311: free space is available in SRAM?
S312: move oldest player data to flash memory
S313: copy found player data to SRAM
S314: prepare new ID code
S315: transmit retrieval result and player data to station
end

Fig. 10


データ更新処理
プレイヤーデータ送信指令
S401
S402
プレイヤーデータ受信完了？
N
Y
S405
次のステーションに切替え
SRAMのデータ書き換え
S403
S404
すべてのステーションについて更新終了？
N
Y
データ更新終了フラグオン
S406
エンド

data update processing

S401: receive instruction for transmitting player data

S402: player data reception is completed?

S403: update data in SRAM

S404: data update is completed in all stations?

S405: switch to next station

S406: turn on data update end flag

end

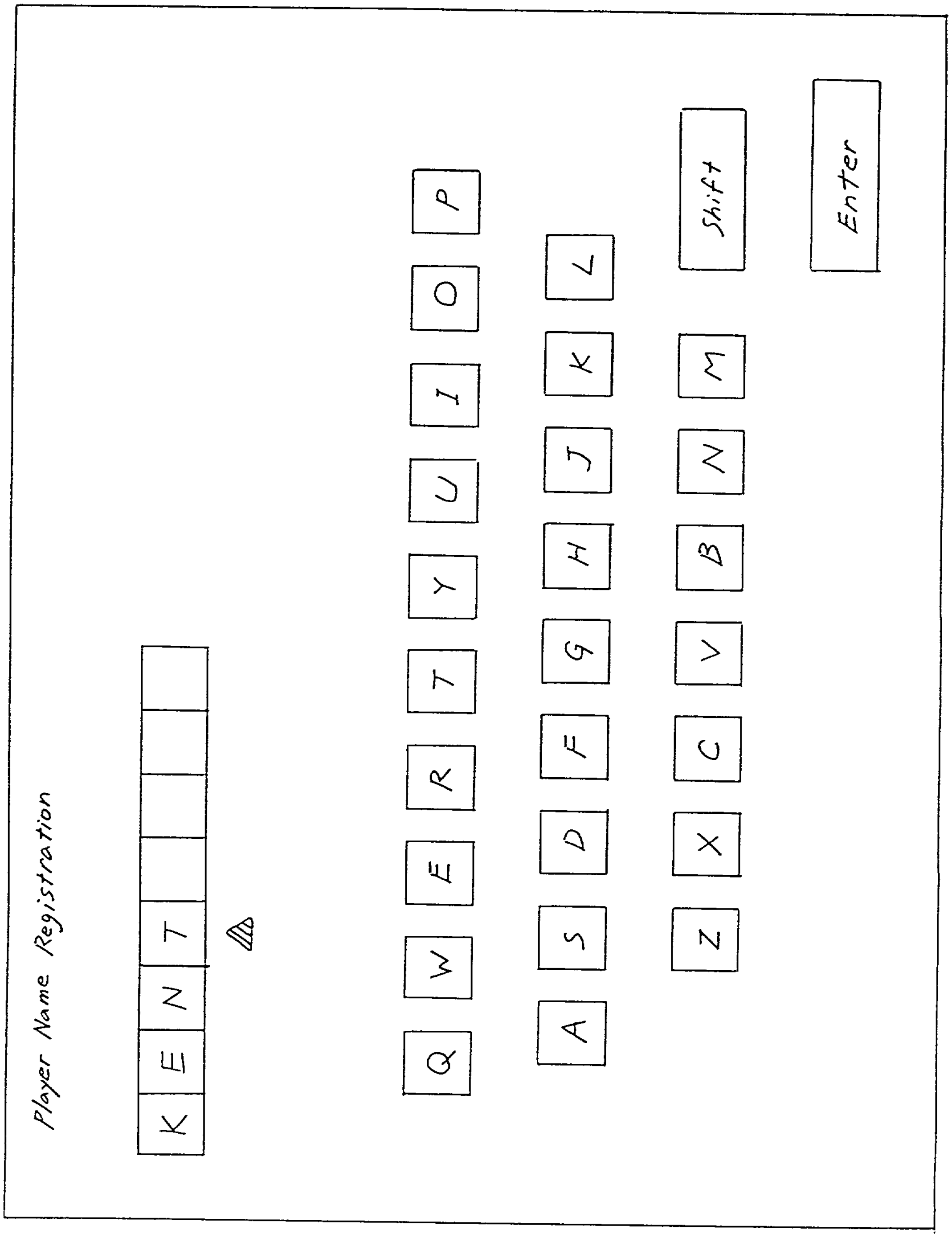
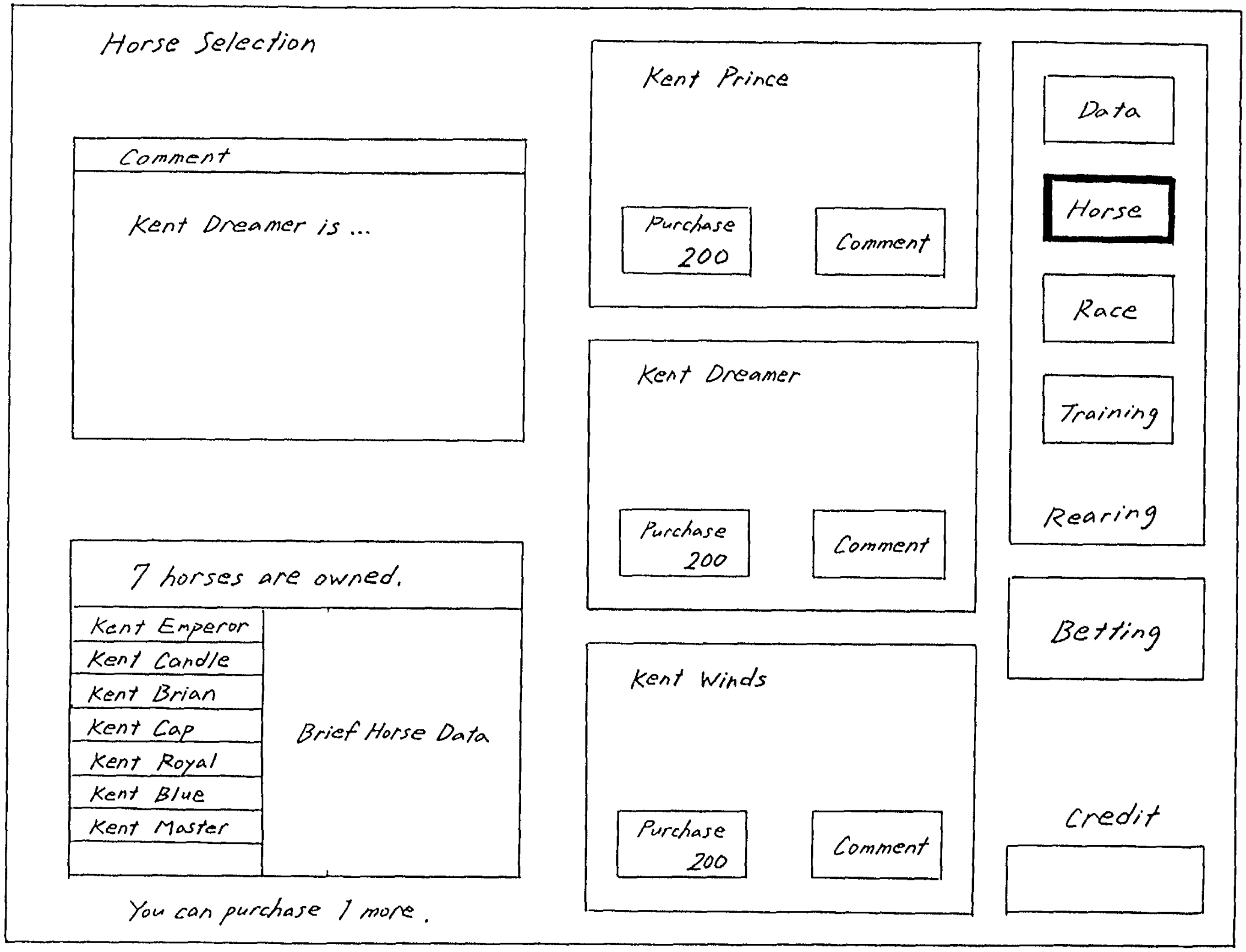

Player Name Registration
K
E
N
T
Q
W
E
R
T
Y
U
I
O
P
A
S
D
F
G
H
J
K
L
Z
X
C
V
B
N
M
Shift
Enter

Fig. 11

10002156.120501

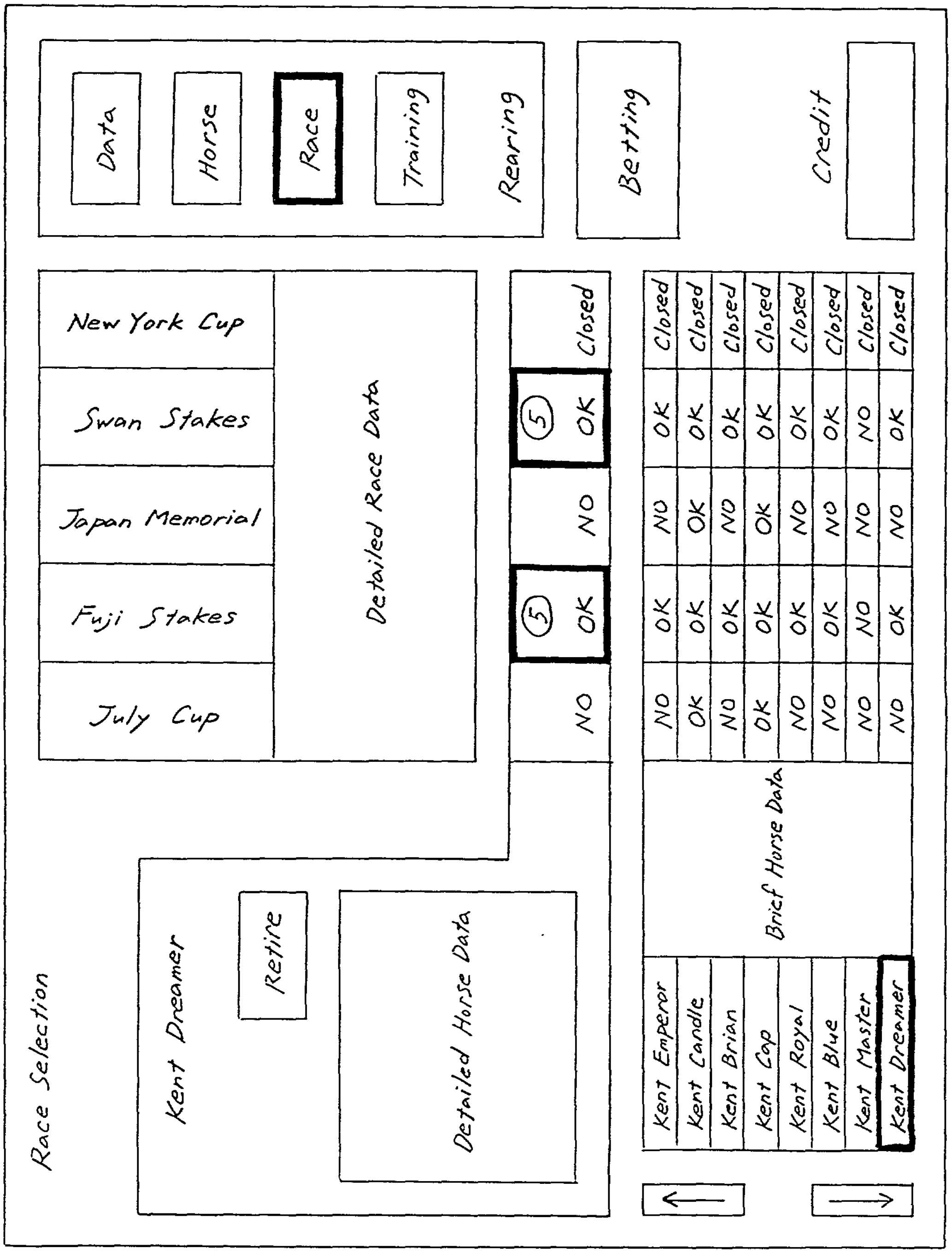
Fig. 12


Horse Selection
Comment
Kent Prince
Purchase 200
Comment
Kent Dreamer
Purchase 200
Comment
Kent Winds
Purchase 200
Comment
Data
Horse
Race
Training
Rearing
Betting
Credit
Kent Emperor
Kent Candle
Kent Brian
Kent Cap
Kent Royal
Kent Blue
Kent Master
Brief Horse Data

Kent Dreamer is ...

7 horses are owned.

You can purchase 1 more.


Race Selection
Data
Horse
Race
Training
Rearing
Betting
Credit
Kent Dreamer
Retire
Detailed Horse Data
Detailed Race Data
Brief Horse Data
←
→

	July Cup	Fuji Stakes	Japan Memorial	Swan Stakes	New York Cup
	NO	⑤ OK	NO	⑤ OK	Closed
Kent Emperor	NO	OK	NO	OK	Closed
Kent Candle	OK	OK	OK	OK	Closed
Kent Brian	NO	OK	NO	OK	Closed
Kent Cop	OK	OK	OK	OK	Closed
Kent Royal	NO	OK	NO	OK	Closed
Kent Blue	NO	OK	NO	OK	Closed
Kent Master	NO	NO	NO	NO	Closed
Kent Dreamer	NO	OK	NO	OK	Closed

Fig. 13

10025155.120501

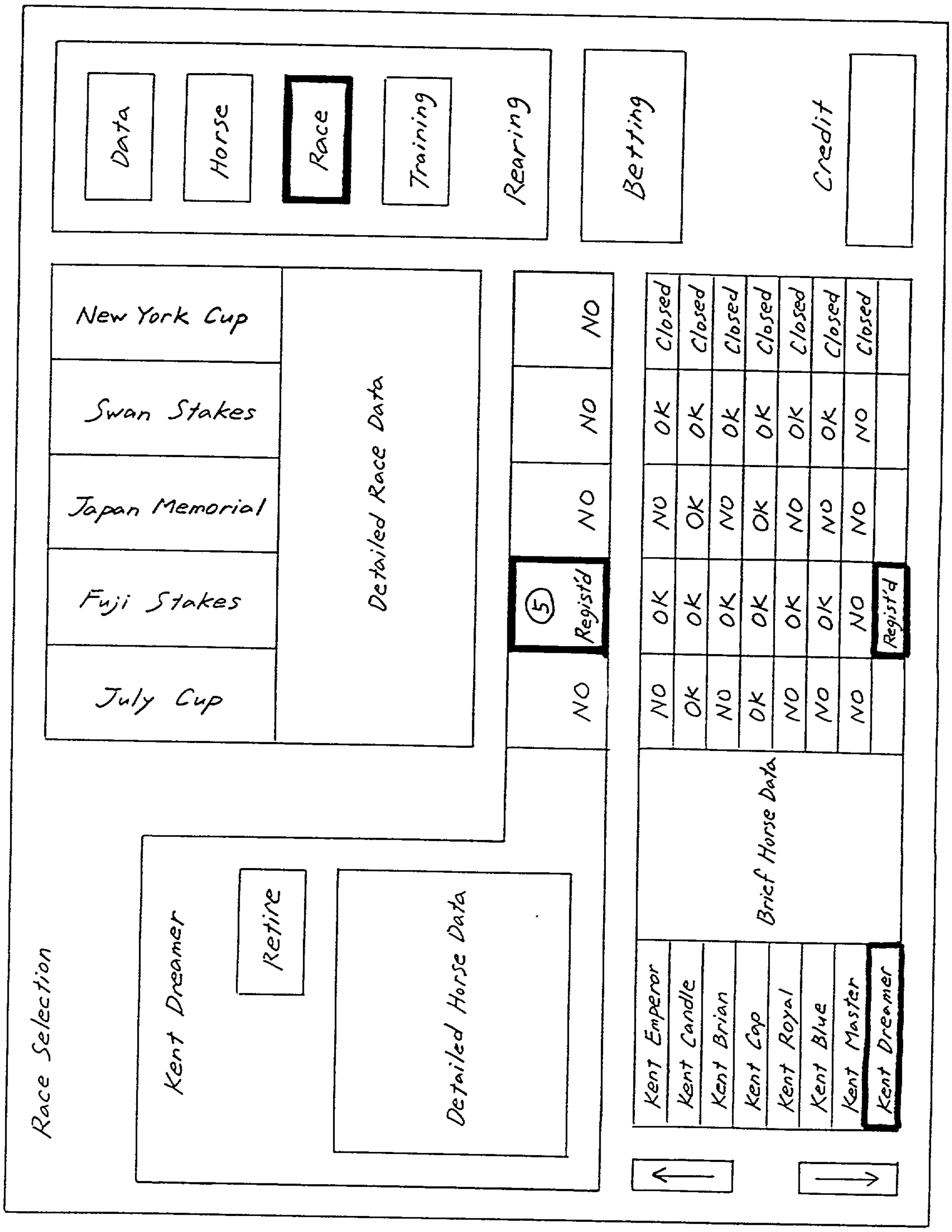

Data
Horse
Race
Training
Rearing
Betting
Credit
Race Selection
New York Cup
Swan Stakes
Japan Memorial
Fuji Stakes
July Cup
Detailed Race Data
NO
NO
NO
⑤ Regist'd
NO
Kent Dreamer
Retire
Detailed Horse Data
Brief Horse Data
Kent Emperor
Kent Candle
Kent Brian
Kent Cap
Kent Royal
Kent Blue
Kent Master
Kent Dreamer
Closed
OK
NO
Regist'd
←
→

Fig. 14

10025156 . 120501

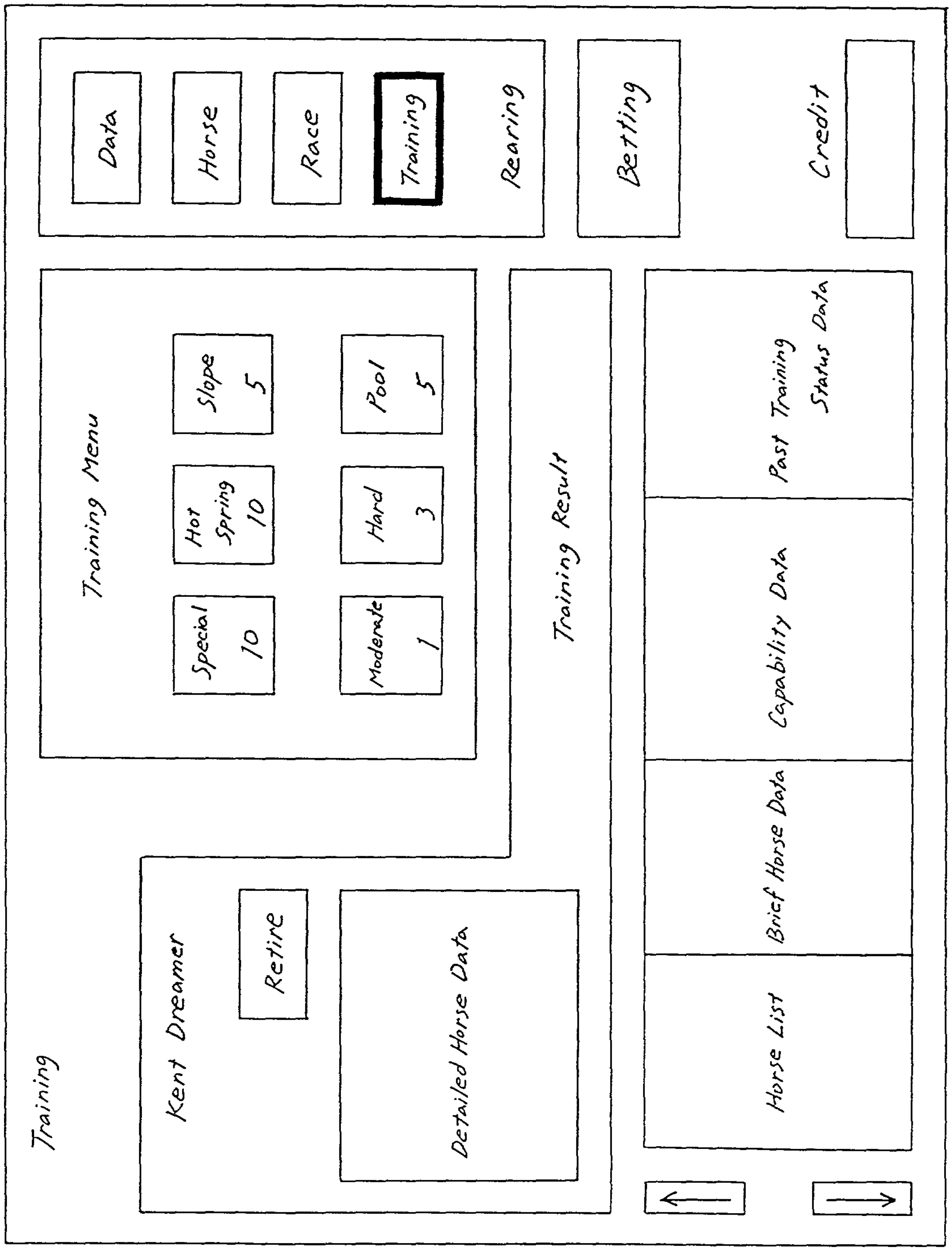
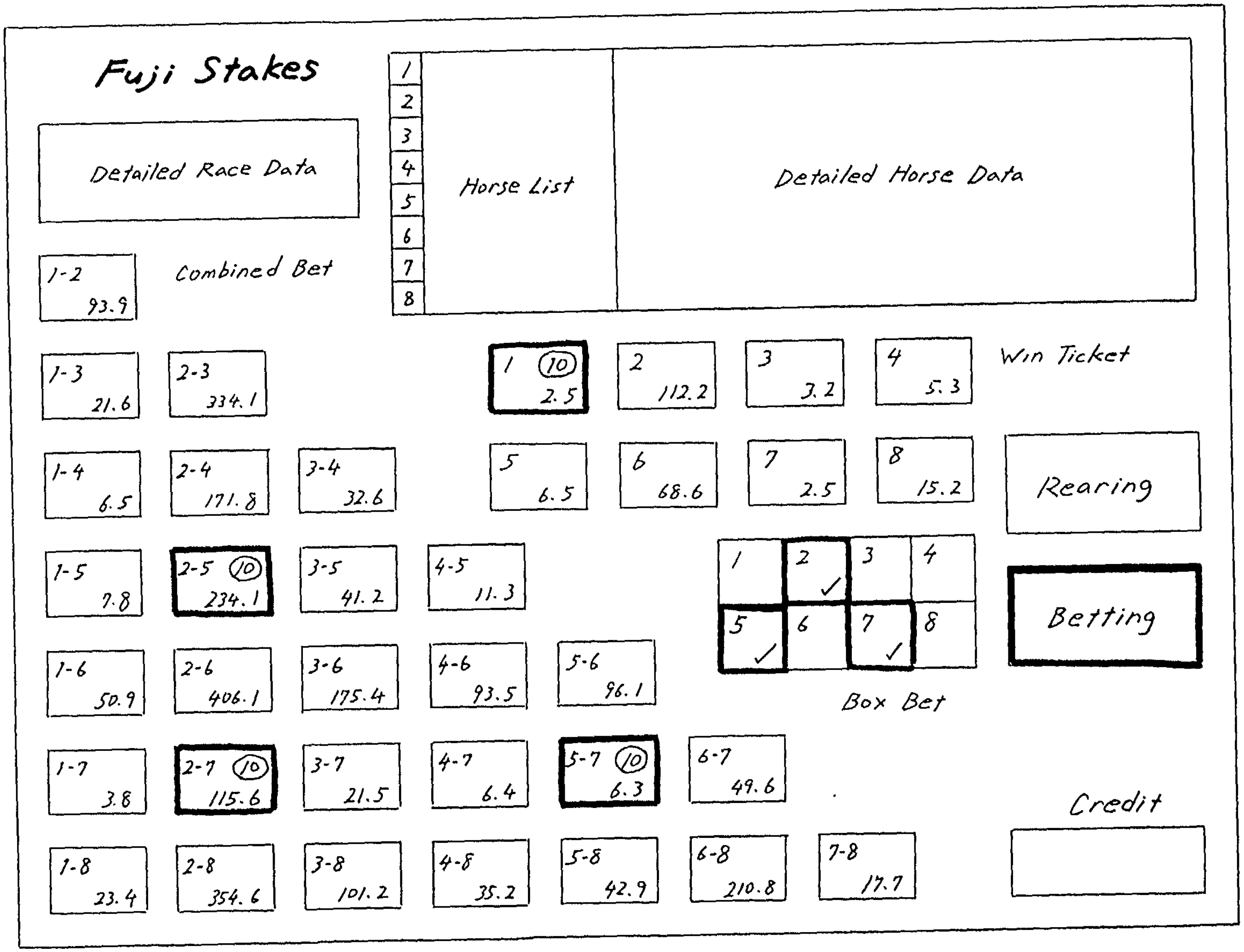

Training
Kent Dreamer
Retire
Detailed Horse Data
Training Result
Training Menu
Special 10
Hot Spring 10
Slope 5
Moderate 1
Hard 3
Pool 5
Horse List
Brief Horse Data
Capability Data
Past Training Status Data
←
→
Data
Horse
Race
Training
Rearing
Betting
Credit

Fig. 15

10002156.120501

Fig. 16


Fuji Stakes
Detailed Race Data
1
2
3
4
5
6
7
8
Horse List
Detailed Horse Data
Combined Bet
1-2 93.9
1-3 21.6
2-3 334.1
1-4 6.5
2-4 171.8
3-4 32.6
1-5 7.8
2-5 ⑩ 234.1
3-5 41.2
4-5 11.3
1-6 50.9
2-6 406.1
3-6 175.4
4-6 93.5
5-6 96.1
1-7 3.8
2-7 ⑩ 115.6
3-7 21.5
4-7 6.4
5-7 ⑩ 6.3
6-7 49.6
1-8 23.4
2-8 354.6
3-8 101.2
4-8 35.2
5-8 42.9
6-8 210.8
7-8 17.7
1 ⑩ 2.5
2 112.2
3 3.2
4 5.3
Win Ticket
5 6.5
6 68.6
7 2.5
8 15.2
Rearing
1
2 ✓
3
4
5 ✓
6
7 ✓
8
Box Bet
Betting
Credit

10002456.120501

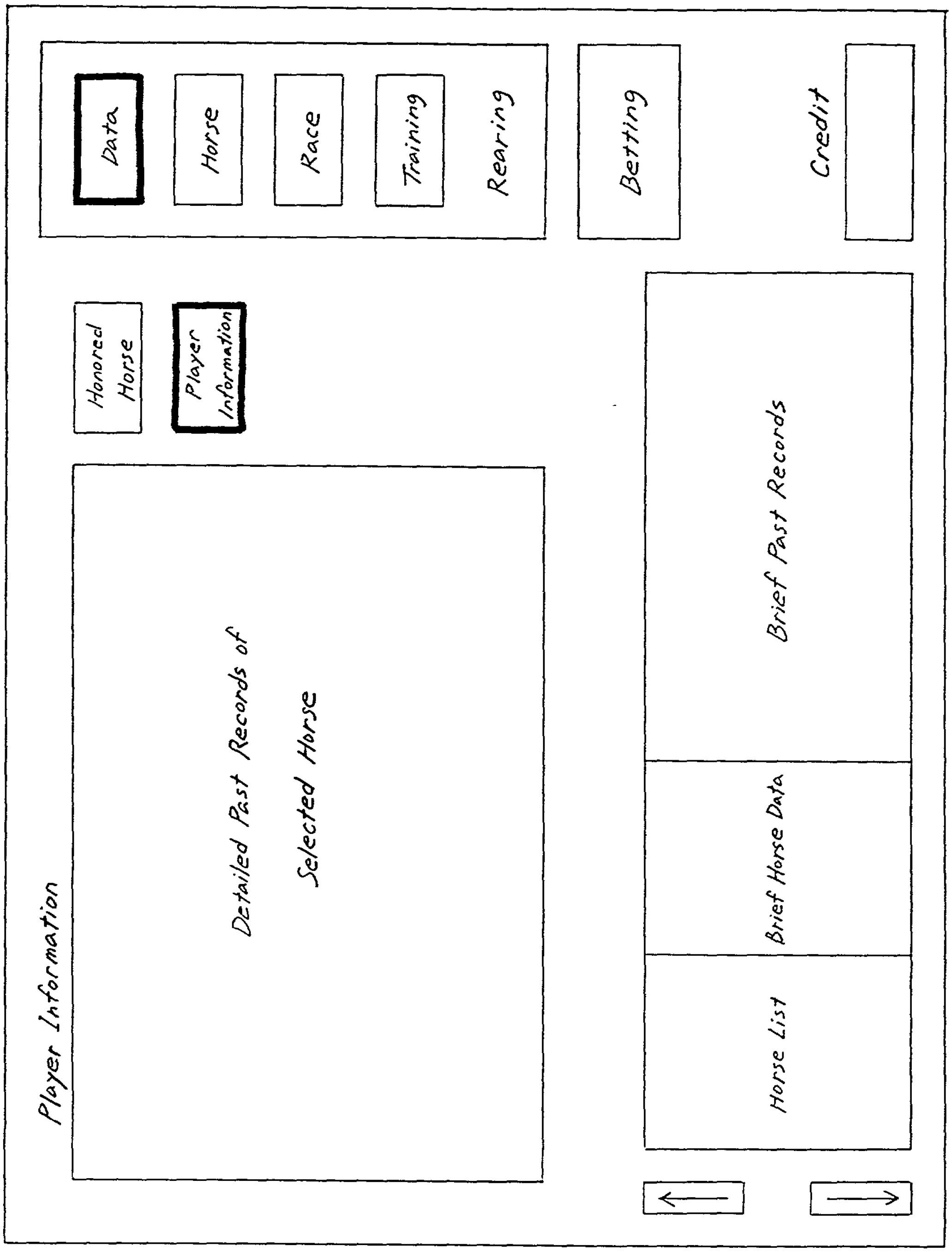
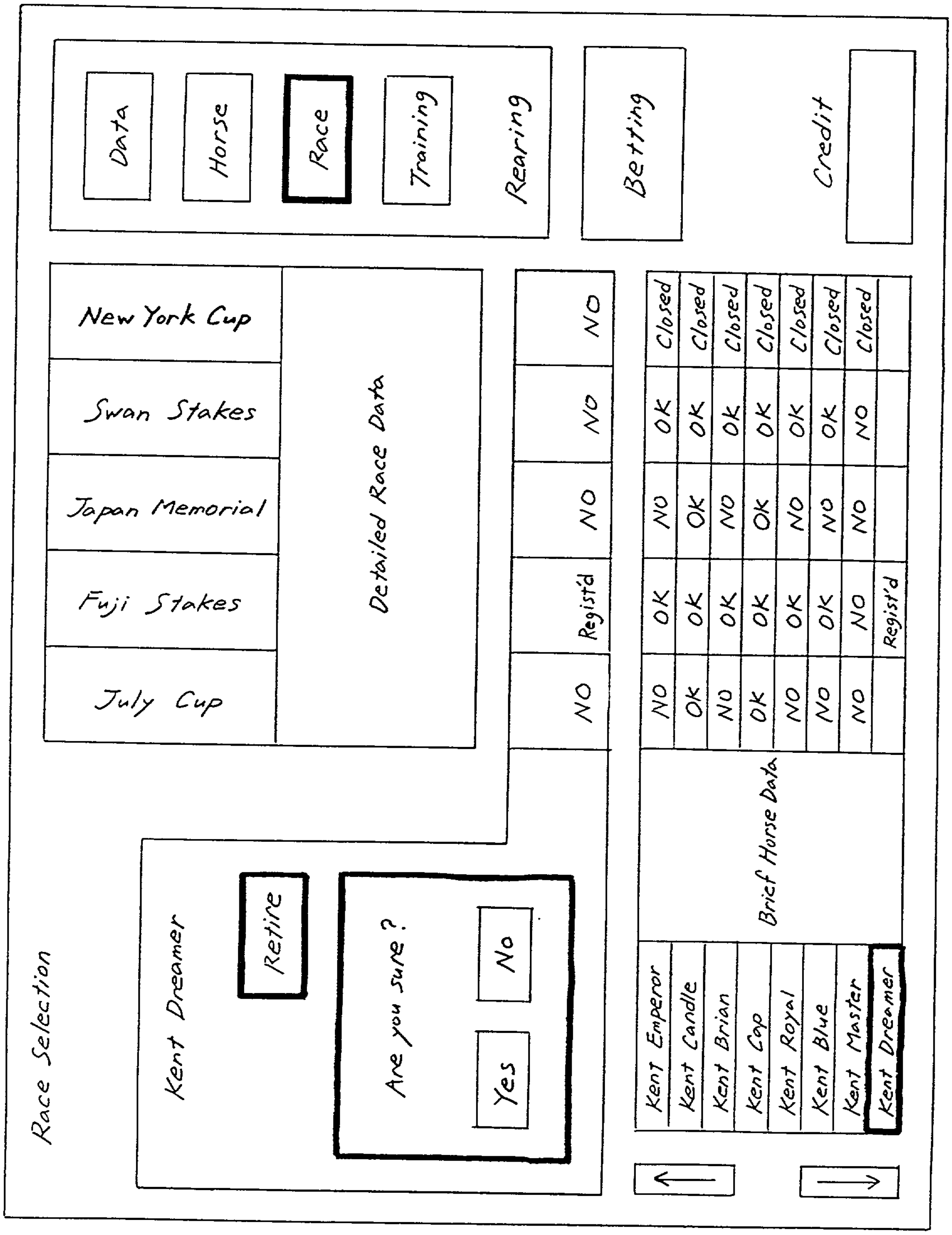

Data
Horse
Race
Training
Rearing
Betting
Credit
Honored Horse
Player Information
Player Information
Detailed Past Records of Selected Horse
Brief Past Records
Brief Horse Data
Horse List
←
→

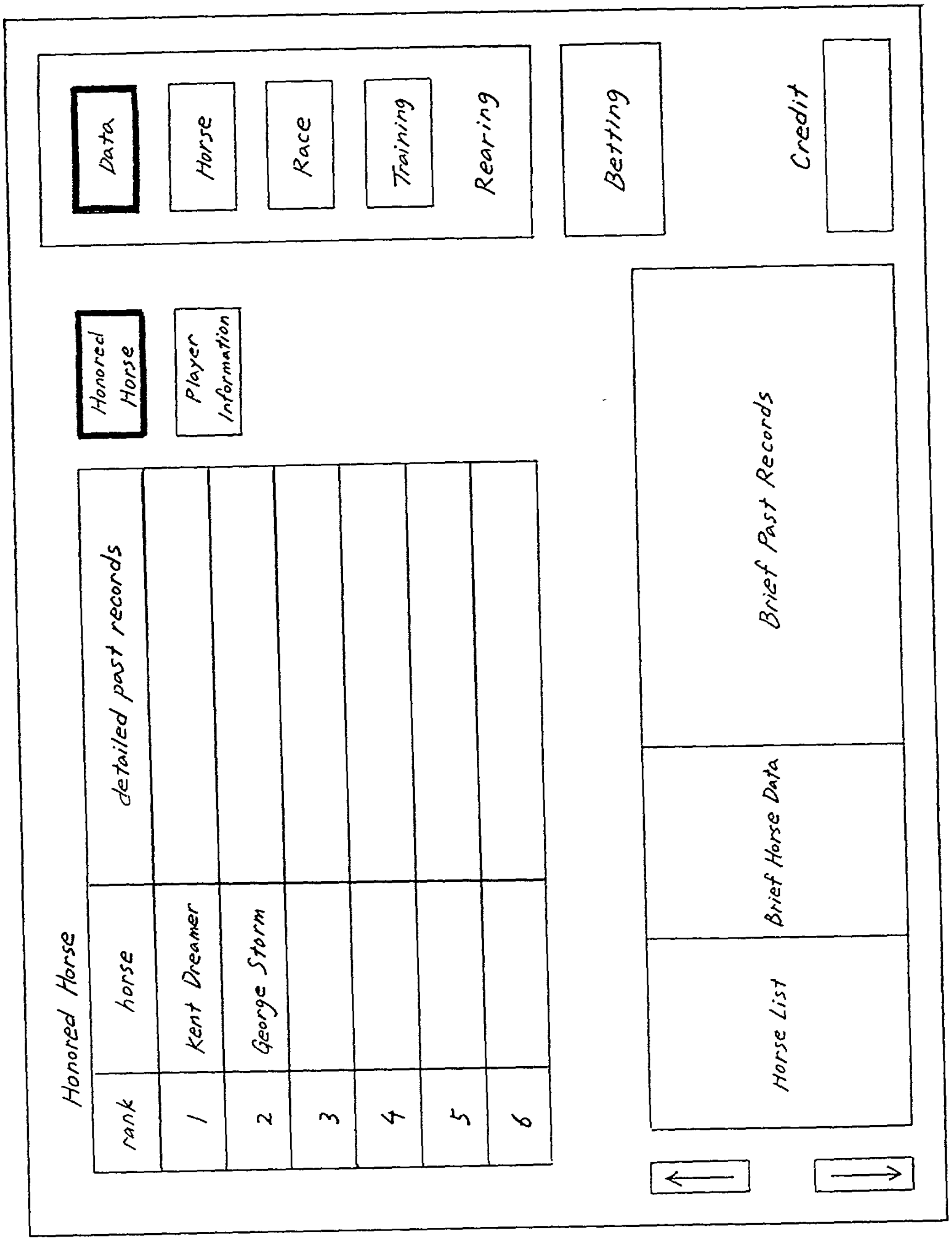
Fig. 17



		Kent Emperor	Kent Candle	Kent Brian	Kent Cop	Kent Royal	Kent Blue	Kent Master	Kent Dreamer
New York Cup	NO	Closed	Closed	Closed	Closed	Closed	Closed	Closed	
Swan Stakes	NO	OK	OK	OK	OK	OK	OK	NO	
Japan Memorial	NO	NO	OK	NO	OK	NO	NO	NO	
Fuji Stakes	Regist'd	OK	OK	OK	OK	OK	OK	NO	Regist'd
July Cup	NO	NO	OK	NO	OK	NO	NO	NO	

Data
Horse
Race
Training
Rearing
Betting
Credit
Detailed Race Data
Brief Horse Data
Race Selection
Kent Dreamer
Retire
Are you sure ?
Yes
No
←
→

Fig. 18


Data
Horse
Race
Training
Rearing
Betting
Credit
Honored Horse
Player Information
Brief Past Records
Brief Horse Data
Horse List
←
→

Honored Horse

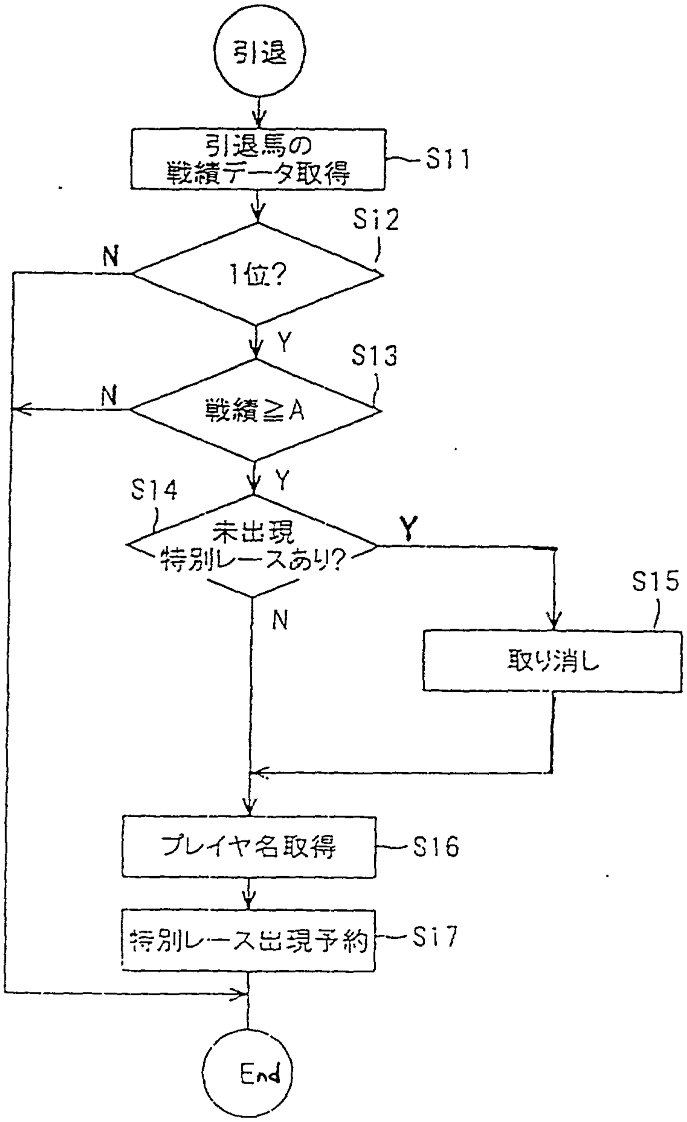
rank	horse	detailed past records
1	Kent Dreamer	
2	George Storm	
3		
4		
5		
6		

Fig. 19

10025155.120501

10002156.120501

Fig. 20


引退
引退馬の
戦績データ取得
S11
S12
N
1位?
Y
S13
N
戦績≧A
Y
S14
未出現
特別レースあり?
Y
S15
N
取り消し
プレイヤ名取得
S16
特別レース出現予約
S17
End

retirement processing

S11: acquire past records data of retired horse

S12: retired horse is first in honored horse ranking?

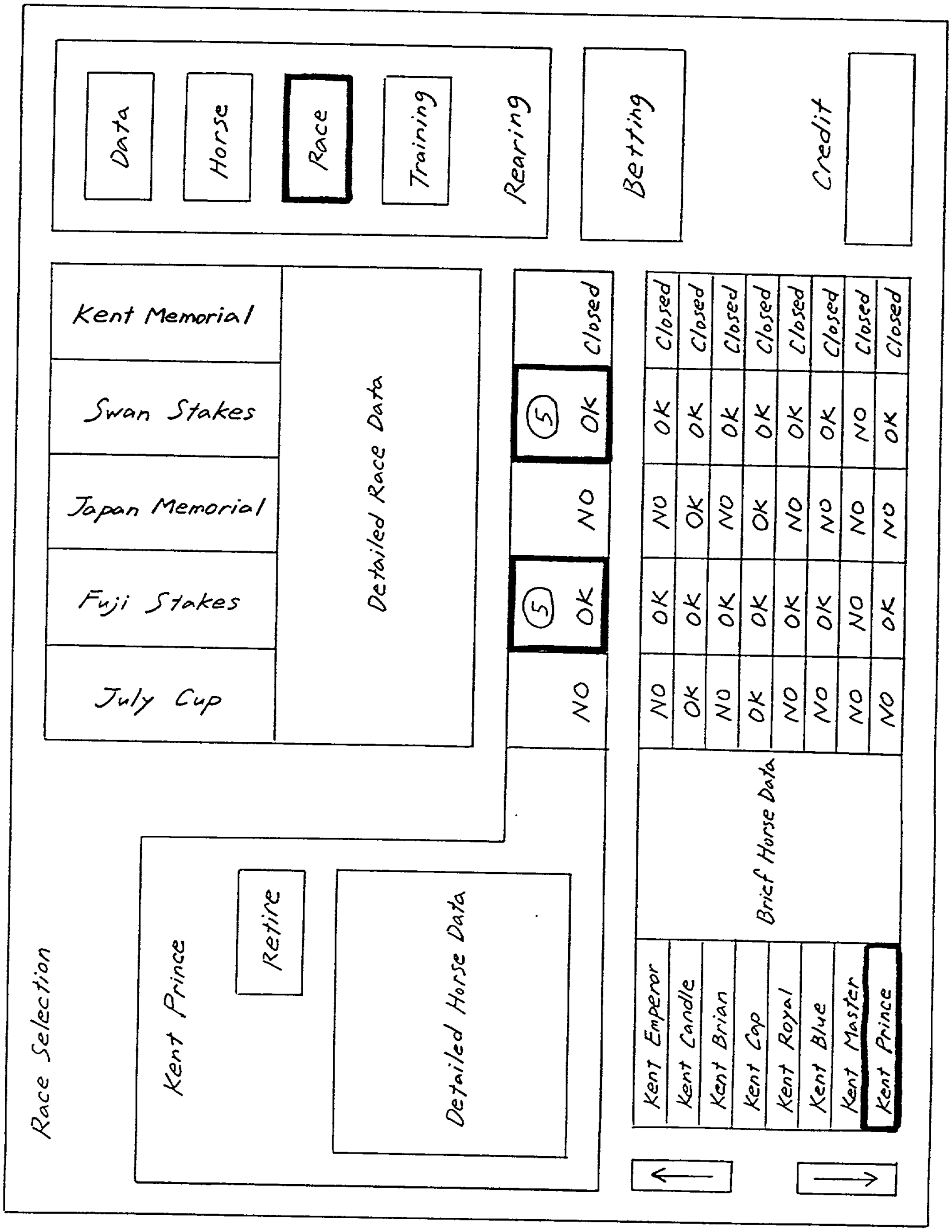
S13: past records of retired horse satisfies predetermined requirement?

S14: reserved special race exists?

S15: cancel reserved special race

S16: acquire player name

S17: reserve special race establishment


Data
Horse
Race
Training
Rearing
Betting
Credit
Detailed Race Data
Race Selection
Kent Prince
Retire
Detailed Horse Data
Brief Horse Data
←
→

	July Cup	Fuji Stakes	Japan Memorial	Swan Stakes	Kent Memorial
	NO	⑤ OK	NO	⑤ OK	Closed
Kent Emperor	NO	OK	NO	OK	Closed
Kent Candle	OK	OK	OK	OK	Closed
Kent Brian	NO	OK	NO	OK	Closed
Kent Cap	OK	OK	OK	OK	Closed
Kent Royal	NO	OK	NO	OK	Closed
Kent Blue	NO	OK	NO	OK	Closed
Kent Master	NO	NO	NO	NO	Closed
Kent Prince	NO	OK	NO	OK	Closed

Fig. 21

10025455.120501

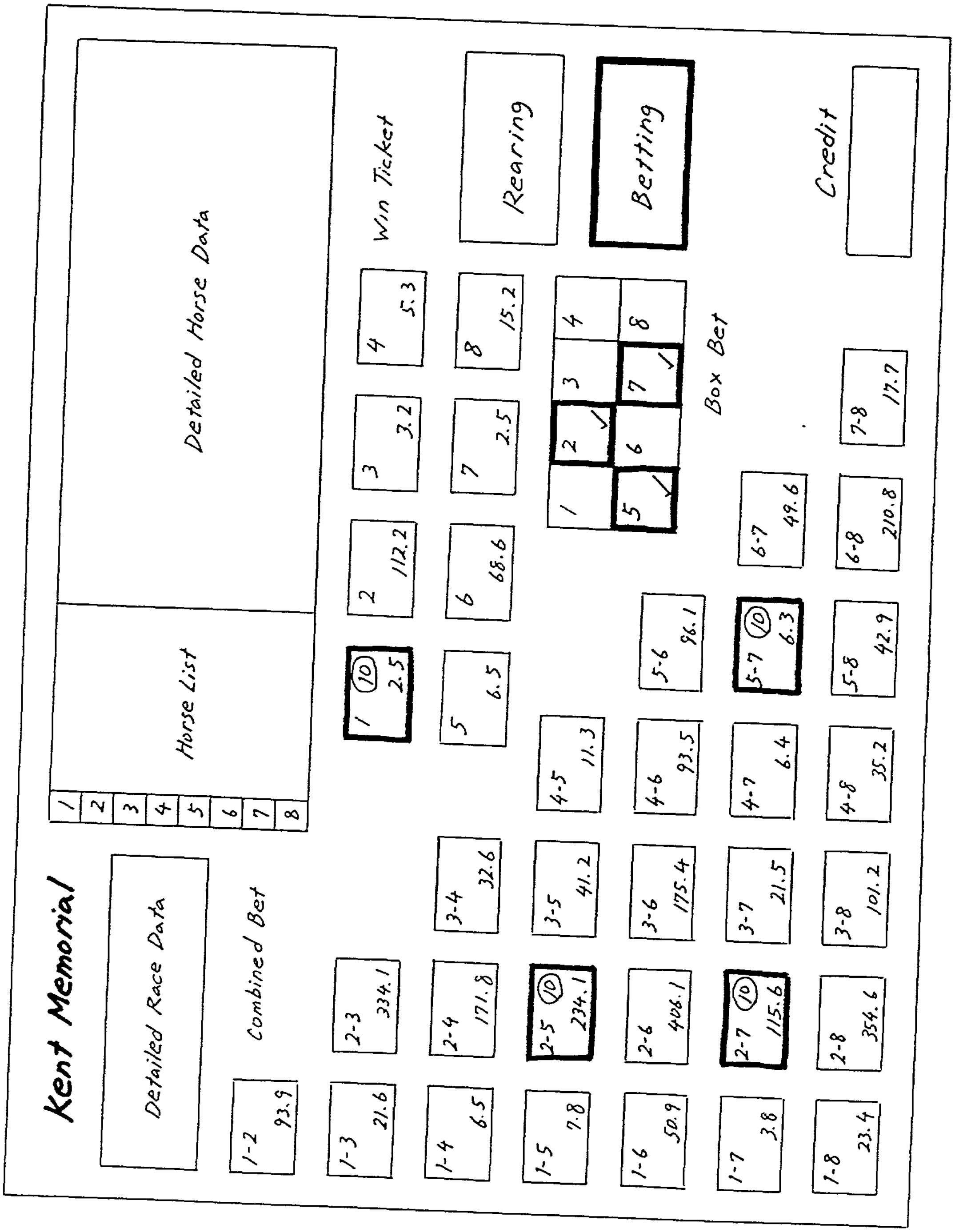

Kent Memorial
Detailed Race Data
Combined Bet
Horse List
1
2
3
4
5
6
7
8
Detailed Horse Data
Win Ticket
1 ⑩ 2.5
2 112.2
3 3.2
4 5.3
5 6.5
6 68.6
7 2.5
8 15.2
Rearing
Betting
Credit
Box Bet
1
2 ✓
3
4
5 ✓
6
7 ✓
8
1-2 93.9
1-3 21.6
1-4 6.5
1-5 7.8
1-6 50.9
1-7 3.8
1-8 23.4
2-3 334.1
2-4 171.8
2-5 ⑩ 234.1
2-6 406.1
2-7 ⑩ 115.6
2-8 354.6
3-4 32.6
3-5 41.2
3-6 175.4
3-7 21.5
3-8 101.2
4-5 11.3
4-6 93.5
4-7 6.4
4-8 35.2
5-6 96.1
5-7 ⑩ 6.3
5-8 42.9
6-7 49.6
6-8 210.8
7-8 17.7

Fig. 22